

PlayStation 2



NTSC U/C

DESTRUCTION
DERBY
Arenas



EmuMovies



GATHERING

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.






SCES-00000

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 125KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible
• Network Adaptor (Ethernet) (for PlayStation®2) compatible (1-20 players) • Speedster 3 Steering Wheel compatible • USB Headset Compatible

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SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers/other accessories as appropriate, BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the /RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the DESTRUCTION DERBY ARENAS disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the /RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MEMORY CARD

(8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

A Memory Card is required to play DESTRUCTION DERBY ARENAS.

On boot up, any saved options data present on the Memory Card will autoload. To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1. Make sure there is enough free space on your Memory Card before commencing play.

NETWORK ADAPTOR

(ETHERNET) (FOR PLAYSTATION®2)

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual.

CAUTION: ensure your console is switched off and that you have disconnected the AC power cable before adding any network equipment to the console.

VOICE RECOGNITION HEADSET

The Voice Recognition Headset allows you to speak to team mates and opponents in Online Mode. This is an optional feature and is not required to enjoy the game. With the USB symbol facing UP, insert the Voice Recognition Headset connector into either the upper or lower USB connector, located on the front of the console, before turning the power on.

To speak using the Voice Recognition Headset when in the Game Status Screen, press and hold the **○** button to talk.

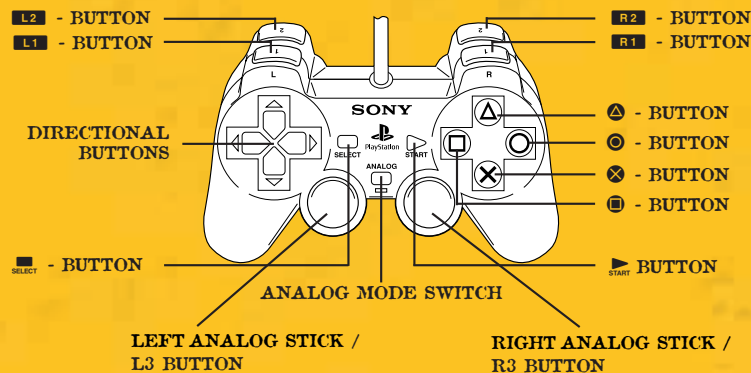
NOTE: only one Voice Recognition Headset can be used. Do not connect a second Voice Recognition Headset to your console.



DIRECTIONAL BUTTONS - MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) must be in analog mode (indicator: red).

ANALOG CONTROLLER (DUALSHOCK®2) CONTROLS



Left analog stick

- × button
- button
- button

△ button

- L1 button
- R1 button
- L1 button + R1 button
- L2 button
- R2 button
- START button

Steer

- Accelerate
- Brake/Reverse
- Talk (via headset) in the Game Status Screen
- Target an online player (last contacted)
- Look right
- Look left
- Look behind
- Boost
- Handbrake
- Pause

SPEEDSTER 2 CONTROLS

⊗ button	Accelerate
⊞ button	Brake/Reverse
⊙ button	Talk (via headset) in the Game Status Screen
△ button	Target an online player (last contacted)
L1 button	Look right
R1 button	Look left
L2 button	Boost
R2 button	Handbrake
START button	Pause
SELECT button	Change view

SPEEDSTER 3 CONTROLS

⊗ button	Accelerate
⊞ button	Brake/Reverse
⊙ button	Talk (via headset) in the Game Status Screen
△ button	Target an online player (last contacted)
L1 button	Look right
R1 button	Look left
L2 button	Boost
R2 button	Handbrake
START button	Pause
SELECT button	Change view

LOGITECH DRIVING FORCE WHEEL CONTROLS

Steering Wheel	Steer
Right Pedal	Accelerate
Left Pedal	Brake/Reverse
Left Paddle	Look right
Right Paddle	Look left
⊗ button	Accelerate
⊞ button	Brake/Reverse
⊙ button	Talk (via headset) in the Game Status Screen
△ button	Target an online player (last contacted)
R2 button	Handbrake
L2 button	Boost
START button	Pause
SELECT button	Change view

USING MENU SCREENS

Press the ↑, ↓, ← or → directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the △ button.

THE GAMESCREEN



GETTING STARTED

The Language Select Screen will be displayed. Press ← or → to highlight your language and press the ⊗ button to confirm and access the Title Screen. Press the START button to access the Mode Select Menu.

NOTE: follow on-screen instructions to create or load a profile.

MODE SELECT

Championship	Please see the Championship Menu outlined below
Wrecking Racing	Please see the Wrecking Racing Menu outlined below
Destruction Bowl	Please see the Destruction Bowl Menu outlined below
Online	Please see the Online Menu outlined below
Options	Please see the Options Menu outlined below

CHAMPIONSHIP MENU

The Car Select Menu will be displayed. Press ← or → to highlight a car and driver. The car's strength, handling and speed statistics will be displayed in the top right of the screen. Press the ○ button to review the driver's history. Finally press the ⊗ button to select a car and access the Championship Screen. Please see the "Championship Mode" section of this manual for further details.

WRECKING RACING

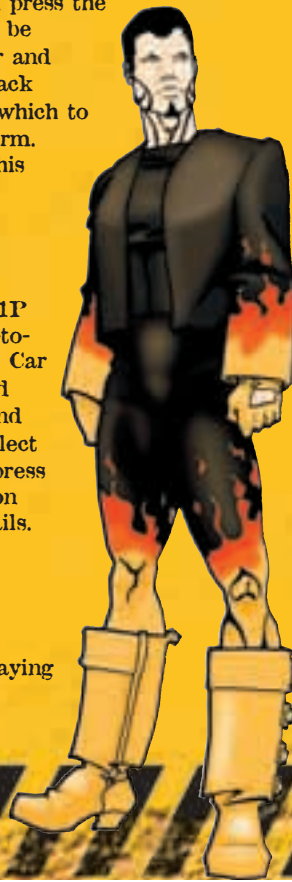
The Players Menu will be displayed. Choose either 1P for a single player game or 2P for a two player battle and press the ⊗ button to confirm. The Car Select Menu will then be displayed. Press ← or → to highlight a car and driver and press the ⊗ button to select a car and access the Track Select Screen. Press ← or → to select a track upon which to bend some fenders, then press the ⊗ button to confirm. Please see the "Wrecking Racing Mode" section of this manual for further details.

DESTRUCTION BOWL

The Players Menu will be displayed. Choose either 1P for a one player game or 2P for a two player head-to-head contest, then press the ⊗ button to access the Car Select Menu. Press ← or → to highlight a driver and their vehicle, then press the ⊗ button to confirm and access the Arena Select Screen. Press ← or → to select an arena in which to buckle some bodywork, then press the ⊗ button to confirm. Please see the "Destruction Bowl Mode" section of this manual for further details.

ONLINE MENU

NOTE: please refer to the "Online Play" section outlined later in this manual for more details on playing DESTRUCTION DERBY ARENAS online.



GAME SERVICE SCREEN

Press ↑ or ↓ to highlight a currently available game server and press the ⊗ button to confirm and access the Policy Screen.

POLICY SCREEN

Press ↑ and ↓ to read the Network Capabilities Access Terms and press the ⊗ button to access the Name Screen.

NAME SCREEN

Press ↑, ↓, ← or → to highlight a character on the virtual keyboard and press the ⊗ button to confirm. Repeat this procedure until your name is displayed, then highlight "END" and press the ⊗ button to continue.

PASSWORD SCREEN

Press ↑, ↓, ← or → to highlight a character on the virtual keyboard and press the ⊗ button to confirm. Repeat this procedure until your password is displayed, then highlight "END" and press the ⊗ button to continue. If you are playing for the first time, then you will be prompted to create an account before you access the Lobbies Screen.

LOBBIES SCREEN

Press ↑, ↓, ← or → to highlight an available lobby and press the ⊗ button to join the lobby and access the Lobby Options Screen.

LOBBY OPTIONS

GAMES

Follow the on-screen instructions to create and join online sessions of DESTRUCTION DERBY ARENAS.

CHAT

Follow the on-screen instructions to send chat messages to everybody in that particular lobby or chatroom.

BUDDIES

Find out if any of your buddies are currently online and add new buddies to your ever-growing buddy list.

OPTIONS MENU

- Profiles** create, load and save profiles to Memory Card; load previously saved replays from Memory Card and view various statistics.
- High Scores** check out each circuit's high score hall of fame.
- Controllers** view and alter the control configuration of your controller and alter its vibration function setting.
- Audio** alter the Master Volume and adjust the volume levels of the music, SFX and commentary.
- Video** press **↑**, **↓**, **←** or **→** to position the screen to your satisfaction. Then press the **⊗** button to confirm the new screen position and return to the Options Menu.

PAUSE MENU

Press the **START** button to pause the action and access the Pause Menu.

- Continue** continue the action from where you left off.
- Quit** stop the current race and return to the Title Screen.
- Restart** begin the current race again (not available in Championship Mode).
- Settings** adjust the sound, camera, info, arrow and vibration function settings.

PLAYING THE GAME

CHAMPIONSHIP MODE



The Championship is split into four rounds. Each round has three tracks and a Destruction Bowl as the final event.

Rack up as many points as possible to complete a round and move on to the next circuit. In race events, bonus points are awarded for

finishing in a high position, but if the car is written off then all points accrued will be lost.

When the round is completed, all the scores will be accumulated in the round's final standings table. Finish in one of the three top positions to progress on to the next round.

Beat the "Track Champ" driver on their own circuit in the Championship, to unlock their car and history details.

NOTE: special power-up packages will be awarded to drivers who consistently finish in the top three positions.

WRECKING RACING MODE



Wrecking Racing is all about fast and furious race action and takes place on any of the currently available racetracks. Simply unlock more rounds in Championship Mode to access a greater variety of bonus tracks in Wrecking Racing Mode. To begin with, only the delights of the airfield, steelworks and Chinatown will

be accessible, but accomplished drivers will succeed in unlocking many other race arenas including the subway, the

glitzy casino, the harbour and the madness that is "South Central Road Rage". And rumour has it that drivers who finish each track in first place may even be able to access a special bonus circuit...

DESTRUCTION BOWL MODE



Destruction Bowls are where pure "smash'n'crash" combat takes place. Pile into as many cars as possible as quickly as possible in order to stack up the points. As time is of the essence in Destruction Bowl Mode, drivers who concentrate on pummeling their competitors should come out on top.

The unsuspecting novice driver should be on their guard for devious traps such as bothersome catapults, sneaky hydraulic platforms and the fearsome flaming pits of doom. Learn how to turn these obstacles into advantageous devices or suffer at the hands of those who already have!

SPEEDWAY MODE (ONLINE ONLY)



Speedway Mode is for certified racing freaks and speed demons only. Points are awarded for finishing in the top six, but can you handle the speed?

CAPTURE THE TROPHY (ONLINE ONLY)



The event will commence with the trophy positioned in the middle of the bowl or near the Start/Finish line on a regular circuit. Simply drive over the trophy to pick it up. Opponents will attempt to ram your car and grab the trophy before the time runs out. Hold on to the

trophy for as long as possible to get maximum points as the fight for possession heats up. The driver with the most points at the end of the event will be declared the winner.

PASS THE BOMB (ONLINE ONLY)



Three bombs are planted in the centre of the bowl at the start of the event.

Drive over a bomb to pick it up and start gaining points for every second of possession. However, once picked up, the bomb's countdown timer will activate and after thirty seconds it will detonate.

Therefore, it is highly recommended to pass the bomb on to another driver before it explodes. One thousand points will be deducted from the score of a driver who gets caught in the bomb's blast. While in possession of a bomb, it is possible to collect another bomb to reset the countdown timer and gain vital seconds before passing both bombs on to opponents. The driver with the most points at the end of the event will be declared the winner.

LAST MAN STANDING (ONLINE ONLY)



Pure, unadulterated Destruction Derby is what Last Man Standing is all about. No time limits, no pickups, no add-ons, no rules – just stay alive!

NOTE: drivers who skulk around in the corners hoping to win by default will be disqualified for failing to hit anybody for 60 seconds.

ONLINE PLAY

You must have a Broadband Cable or DSL connection to the Internet in order to play. A Memory Card is also required to play online. Before you can play DESTRUCTION DERBY ARENAS online, a valid network configuration must be saved to your Memory Card. The network configuration can be created or modified and saved to the Memory Card using the Network Access Disc.

Usage of the online features of this game is subject to the Network Capabilities access terms located within the game and also available at www.playstation.com.

The Voice Recognition Headset online communication feature may not work with certain networks. A network firewall and some Network Address Translation (NAT) devices may prevent incoming communications from reaching your console.

ADDITIONAL ONLINE GAME INFORMATION

ROUNDS

The host can set up a session to last several rounds. Once all rounds are completed, a list of players and points achieved through all the races will be displayed. A different track/bowl can be selected for each round where applicable.

SPECTATOR MODE

If your car is destroyed or if you are waiting for a race to finish, the camera will automatically switch to Spectator Mode and your role will change to a mere onlooker. Press **↑** or **↓** to change the camera view to a different car and watch the action unfold.

PRIVATE SESSIONS

Session hosts have the option to password protect their own sessions, however they will need to inform their buddies of the session password externally to the game or use a pre-agreed password.

CHAT

Online players can chat to each other in real-time using the chat facility. When in the lobby they can join the chat channel available in that lobby. If a lobby is user created, a chat channel for the lobby will be available and only players who join the lobby will have access to the chat channel.

VOICE COMMUNICATION

Whilst in the lobby, players can talk to each other using the Voice Recognition Headset. By pressing the “talk” button a player can converse for a limited amount of time. When a player starts talking, their name and a speech bubble will appear on everybody else’s screens in order to identify them.

PICKUPS



Boost

Boost pickups replenish the vehicle's Nitrous Level.



Rocket

Ideal for making big air off ramps, rocket pickups propel cars rapidly forward.



Super Grip

Super grip pickups make cornering manoeuvres easier and faster.



Health

Collect health pickups to repair 50% of all damage.



Shield

Plough through the field and send your opponents flying without sustaining any damage to your own vehicle.



Resurrection

Shamefully misjudged the edge of the bowl? Resurrection pickups put cars back on four tyres without a points penalty.



1000 to 5000 Points

Check out those hard to reach corners of each track for bonus points pickups.



EMP

When you need to stall an opponent's engine for a few seconds, an EMP pickup will do the job.



Triggers

TNT crates can be driven into in order to trigger awesome trackside events and immediately set in motion a destructive sequence or activate trigger pickups that will start the event if picked up on the next lap. Once an event is set in motion nothing can stop it, so make sure you get a good view of your enemies frantically swerving, braking and reversing as they try to avoid the impending destruction – it's true carnage on a massive scale.

CAR UPGRADES



Many parts of each car can be upgraded and customised, including the wheels, the left and right side impact bars, the front and rear protectors, the bonnet-mounted intake and the boot-mounted booster pack. Each upgrade item improves and enhances the car's strength, top speed, boost ability and grip.

Car upgrades are awarded based on performance in Championship Mode. Finish in third place at the end of Round 1 to attain Stage 1 upgrades all around the car. Finish in first place at the end of Round 1 to attain Stage 2 upgrades all around the car. Further upgrade stages are awarded for doing well in further rounds of Championship Mode.



SCORING

Many objects in a DESTRUCTION DERBY ARENAS track are destructible. By driving into bus-stops, fire hydrants, bins and phone boxes you can get points when the collision is big enough to smash them up. The bigger the object the higher the amount of points awarded.

SPINS

Time a car-on-car collision perfectly to score points by propelling your opponent into an unstoppable spin. Send them whirling in a 90° spin to notch up 500 points, 180° to gain 1000 points, 360° to receive 2000 points or 720° to score a healthy 5000 points.

STYLE SCORES

Performing stunts and using the scenery to do fancy driving also scores points, so see how many of the following freestyle moves you can pull off:

JUMP

10 points per metre.

Awarded when the car makes a jump and lands on its wheels. There's nothing to it!

SKID

1 point per metre.

The longer the slide the higher the points.

TWO WHEELER

1000 points per second.

Balance on two wheels for as long as possible to score big.

BARREL ROLL

1000 points.

Simply get airborne, then flip or roll the car and land on your wheels. Easy!

POWER SCORES

Points are also awarded for seriously aggressive driving. Crash into a car to earn 100 points for minimal damage, 300 points for medium damage or 500 points for massive damage. Slam another car into the barriers to earn an extra 500 points.

Power scores also include racking up 5000 points by performing a "flatliner" – awarded for taking a car out of the race by smashing it up or by pushing it off the playing area; 2000 points by performing a "gut wrencher" – awarded for spectacularly landing on top of a car's underbelly when it is lying prone on its roof; and 2000 points by performing a "skullcrusher" – awarded for killing off opponents by landing on the roof of their car.



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